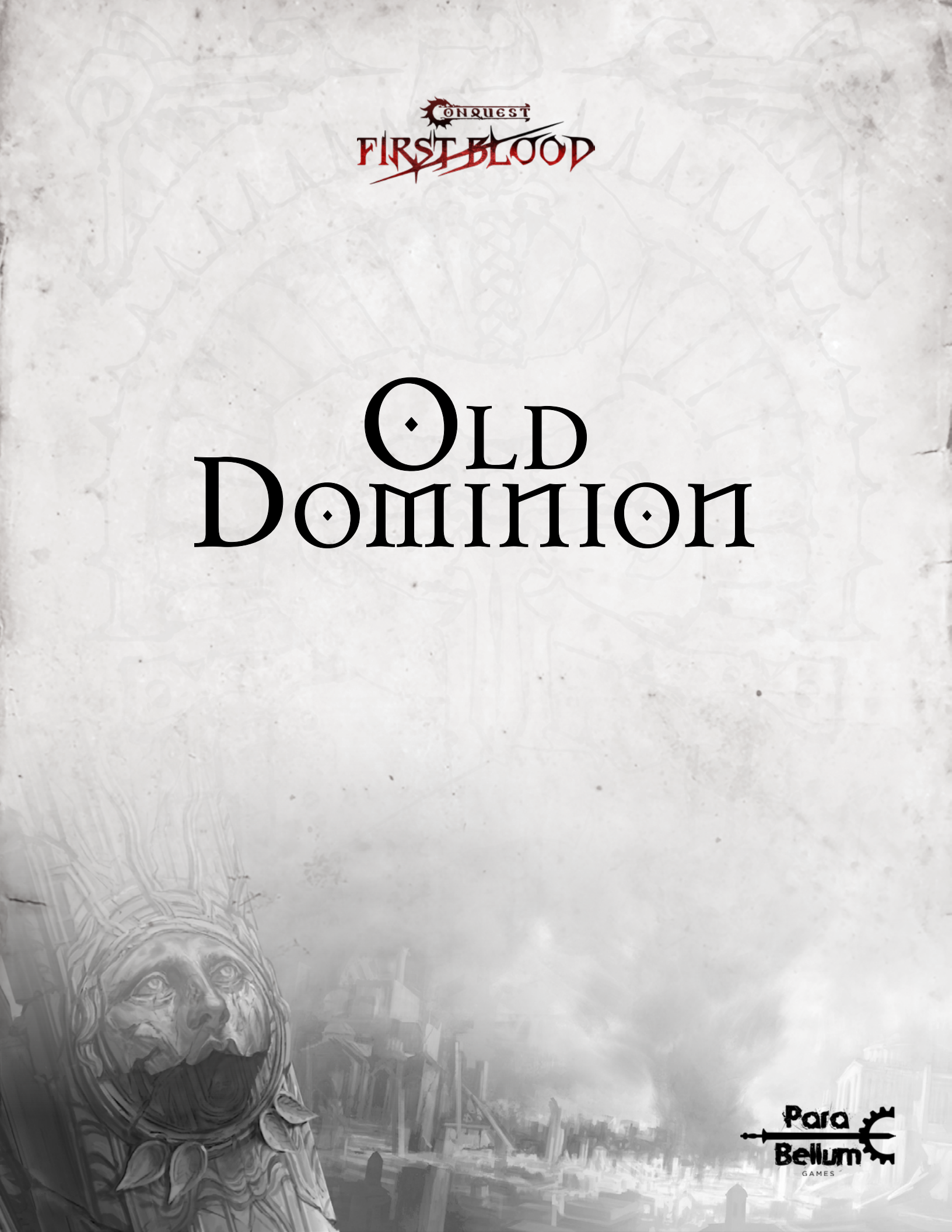
Conquest
First Blood

Old Dominion



Para Bellum Games





"We bring only peace. Love Us. We do. Return to Us. We did to you. Accept Our offer."

"What is your offer?"

Once again, the answer came from all, only this time it was no whisper, it was no sigh. It was a statement, a promise, certain and inescapable, echoing like distant thunder slowly reaching us in the confines of the pass: "Death."

Behind the golden mask, I felt the smile of the Keeper.

"We bring only peace," it repeated.

– From the Memoirs of Squire Jeorg of Riim

Few, if any, have ever truly understood what happened to Hazlia when he Fell. What is known is that Humanity's Allfather fell into the prison of Death – but was not stopped. And, like those sworn to him in life, Hazlia returned, as did his Dominion.

Past the once teeming valleys and fertile plains of the Heartlands lie the river valleys upon which Capitas, the greatest city of humanity ever built, was founded. And it is here, amongst the ruins of the holiest of cities of man, that the remnants of Hazlia fell.

Wounded unto death, but immortal and driven to a towering rage by the betrayal of his subjects, Hazlia was pushed beyond the limits of despair and rage. In his hubris he sought to end the Old Dominion but was foiled by the sacrifice of another member of the Pantheon: Ninuah, the Mother.

Denied, broken, and driven well past the edge of madness, Hazlia reached out to whatever power could answer his desperate need to avenge himself and punish his betrayal... and one answered. Death, the third Incarnate Soul of Destruction.

What happened within that forsaken realm is beyond the understanding of mortals and immortals alike, but, from the unholy fusion of those two polar Primordial elements, an unholy amalgam was born: Undeath.

In the center of Capitas there is a gigantic pit from which blazes a miles-high beacon of unlight: a powerful beam of dark fire that casts as much shadow as it does light, shrouding the entire city in a hellish glow of dancing shadows. This is the unfettered and unbound essence of Hazlia, fallen god of mankind; it is a corruption unlike anything that ever came before it, and it has sung its siren song for centuries, drawing the mad, the broken, the despairing, and the power-hungry to it like moths to a flame. Over the centuries, hundreds, if not thousands, of mortals have answered the call.

What is an Army Book?

An Army Book serves as your Faction specific Rules companion for Conquest: First Blood. This Book along with the Conquest: First Blood Rulebook will provide you everything you need to Muster and Play your Warband.

This Army Book is divided into the following sections:

- Army Rules: Special Rules that affect your entire Warband. These Army Rules define your Faction's playstyle and identify what Battlefield Roles are found within the Army.

- Warband Composition: The Slots that each type of Warrior in your Warband fills, the Rules for how many of each Slot can be selected and the maximum number of Warriors per Regiment allowed are determined by the Total Points of your Battle. The Rules for how to Muster your Warband can be found in the Conquest: First Blood Rulebook.

- Warrior Profiles: Includes the Points Cost, Characteristics, Special Rules, and Options for each type of Warrior in your Warband.

- Upgrades: Artefacts, trinkets, mutations, and anything in between! Upgrades are used to customize the Characters in your Warband.



Army Rules

Denizens of the Dark: The Denizens of the Old Dominion include legions of undead soldiers, crazed fanatics, and reanimated constructs all in the service of Hazlia. Warriors of the Old Dominion will possess any of the following Battlefield Roles: **[Legions], [Final Creed], [Fallen Pantheon],** or **[Fanatic].**

Hazlia's Shadow: Warriors of the Old Dominion always pass Resolve Tests on a '1', regardless of modifiers or being Broken. *Warriors may always test Resolve; if Broken they may only ever pass on a '1'.*

Dark Power: At the start of your Command Phase, gain **Dark Power Markers** for each Slain Warrior in your Warband according to their Battlefield Role indicated below. All **Dark Power** is lost at the end of each Round. Mark your total **Dark Power** to the side of the Battlefield.

[Legions]: 1 Dark Power

[Final Creed]: 2 Dark Power

[Fallen Pantheon]: 3 Dark Power

Dark Power can be spent in various ways to bolster your Warband or to perform the Memories of Old Draw Event. **[Fanatic]** Warriors can never perform the **Memories of Old** Draw Event.

Memories of Old: (Draw Event) Spend X **Dark Power**- This Activation, this Warrior gains the Special Rule or effect of their Memory of Old listed in their profile.



The Old Dominion Warband

Each Warlord, Hero, Regiment, and Monster in your Warband possess their own corresponding Profile. These include their Characteristics, Points Cost, Battlefield Roles, and Options for Upgrades, Command Models, and Additional Warriors.

All Profiles are categorized into Slots, which represent the Warrior's role, rarity, and how readily available they are to include in your Warband. Each Warlord, Hero, Regiment or Monster may only be included in your Warband once regardless of their Slot.

Many Warlords have a Retinue listed in their profile; drawn from their most trusted and loyal Warriors. When included in your Warband, the Retinue Regiment becomes a Mainstay instead of a Restricted.

The Points total of your Warband determines the maximum number of selections for each Slot. and how many Warriors may be included within each Regiment.

The Rules for Mustering your Warband can be found in the Main Rulebook.

Warlords & (Retinues):
Archimandrite (Kheres)
Hierodeacon (Hashashin)
Strategos (Athanatoi)
Mounted Strategos (Kataphractoi)
Xhiliarch (Varangian Guard)
Fallen Divinity
Andronicus (Bone Golems)

Mainstay Regiments:
Legionnaires
Praetorian Guard
Cultists
Moroi
Centaur Prodromoi

Monsters & (Riders):
Unhallowed Sepulcher (Theokrator)

Heroes:
Dark Cenotaph
Profane Reliquary
Optio
Hetairos

Restricted Regiments:
Athanatoi
Varangian Guard
Hashashin
Kheres
Kanephors
Karyatids
Buccephaloi
Bone Golems
Centaur Kerykes
Kataphractoi





Archimandrite

[Final Creed], [Infantry], [Character], [Spellcaster]

Warlord 115 Points

Retinue: Kheres **Size:** 2

M	V	C	A	W	R	D	E	CR
4	2	2	2	4	3	1	2	6

Special Rules: Spellcaster 4, Aura of Death 1, Sacred and the Profane, Catechism of Corruption

Amongst the oldest and most dangerous members of the Last Creed are the Archimandrites, each blessed in the vile might of the unGod and steeped in the mysteries and rituals of his dark church.

Their monasteries abandoned in return of cells deep within the bedrock beneath Capitas, these blasphemous creatures command the absolute loyalty of a dozen or so acolytes who lead the depraved followers of the apocalyptic cults so readily found in the dying lands to the north as well as as many undying legionnaires and monstrosities as their dark arts allow them to control.

Unique Special Rules:

Sacred and the Profane: (Draw Event) You may immediately transmute any amount of **Dark Power** into Essence, this **[Spellcaster]** gains 1 Essence per **Dark Power** spent. *A Spellcaster cannot have more than 6 Essence!*

Catechism of Corruption: Friendly **[Final Creed]** Warriors within Command Range gain the **Fearsome** Special Rule.

Spells:

Unholy Baptism **Essence:** 3

Type: Unique Action

Target Enemy Warrior within Command Range suffers Hits equal to their Resolve Characteristic.

Sanctify **Essence:** 2

Type: Command Ability

Friendly Warriors within Command Range gain the **Lethal Demise +1** Special Rule.

Excommunicate **Essence:** 1

Type: Incantation

After a Friendly Warrior within Command Range Fails a Resolve test, you may Re-Roll a single result.



Hierodeacon

[Final Creed], [Infantry], [Character], [Spellcaster]

Warlord 90 Points

Retinue: Hashashin **Size:** 2

M	V	C	A	W	R	D	E	CR
4	1	2	1	3	3	1	2	5

Special Rules: Spellcaster 3, Dark Shepherd, Pontificate

The Fall of Hazlia and his Pantheon shook even the fervent believers who would ultimately embrace the apocalyptic dogma of the Final Creed. When the voice of their god vanished after his defeat at the hands of Kleon and the Last Legion many of his followers fell into despair.

However even the most zealous of his followers could hear the howling cacophony of a hundred hungering Divinities trapped within the Pyre that burns in the center of Capitas...

Fallen Divinities that only need a few faithful followers, self ordained Hierodeacons, to preach their word and carry out their mission of sin that their new masters might unleash a millennia of malice and hatred upon the world.

Unique Special Rules:

Dark Shepherd: When generating Dark Power at the start of the Round, each Slain **[Fanatic]** Warrior generates 1 **Dark Power**.

Pontificate: Whenever an Enemy Warrior within Command Range is Slain, this **[Spellcaster]** gains 1 Essence.

Spells:

Behold Elysium **Essence:** 3

Type: Command Ability

All Friendly Warriors within Command Range gain the **Bloodlust** Special Rule.

Purgation **Essence:** 2

Type: Unique Action

All **Broken!** Enemies on the Battlefield suffer 1 Hit.

Blasphemous Litany **Essence:** 1

Type: Incantation

After an Enemy within Command Range Passes a Resolve test, they must immediately Re-Roll the result.



Strategos

[Legions], [Infantry], [Character]

Warlord 120 Points

Retinue: Athanatoi **Size:** 2

M	V	C	A	W	R	D	E	CR
4	1	3	3	4	4	3	0	7

Special Rules: Shield, Flawless Strikes, Imperator

A Strategos is the supreme commander of a Dominion Legion, a master of men who commanded the absolute loyalty of his troops, serving as their temporal and spiritual leader while on campaign. His mastery was one of strategy and diplomacy, allowing his officers, the ten Xhiliarchs who served under him to focus on logistics, tactics and the disposition of the troops.

Entombed with all the pomp and ceremony one could expect, their awakening into an unlife of service is complete with misery and loss, for unlike the lesser order they not only retain their cognitive function, but memories from before. Their cognitive function and memories have allowed them to retain their personalities and with it, ambition.

Unique Special Rules:

Imperator: Friendly **[Legions]** Warriors within Command Range may Move through other Friendly **[Legions]** Warriors during their Activation, but must not end an Action on top of another Warrior.

Command Abilities:

Testudo: Friendly **[Legions Infantry]** Warriors within Command Range gain the **Bastion** Special Rule.

Might of Capitas: When performing Clash or Volley Actions, its of '1' caused by **[Legions]** Warriors within Command Range cannot be Blocked.

Glimmers of the Golden Age: Friendly **[Legions]** Warriors within Command Range gain the following Unique Action:

> **Return to Glory:** (Unique Action) This Warrior becomes Inspired! this Activation and immediately performs the **Memories of Old** Draw Event without spending **Dark Power**. *This does not allow a Warrior to gain their Memories of Old effect multiple times!*



Mounted Strategos

[Legions], [Cavalry], [Character]

Warlord **130 Points**

Retinue: Kataphractoi **Size:** 3

M	V	C	A	W	R	D	E	CR
7	1	3	4	5	4	3	0	7

Special Rules: Bastion, Impact 2, Cleave 1, Pride of Capitas

The origins of chivalry and the feudal order can, like almost all institutions of the Hundred Kingdoms, be traced back to the establishment of the Kataphraktoi Taghmata in the Old Dominion.

Their cost of their mount, equipment and deployment as well as effectiveness on the battlefield set these warriors on a league of their own. A Mounted Strategos is the epitome of this ancient warrior code, a paragon of a bygone age mounted on his ritual companion, whose faded glory and tattered panoply cannot dim the blazing intellect and sheer will that smolder within this faded vessel.

Unique Special Rules:

Pride of Capitas: Friendly **[Legions]** Warriors within Command Range gain the **Iron Discipline** Special Rule.

Command Abilities:

Raise Shields: Friendly **[Legions]** Warriors within Command Range gain the **Pavise** Special Rule.

Veni Vidi Vici: Friendly Warriors within Command Range gain the **Overrun** Special Rule.

Fury of the Legion: Friendly **[Legions]** Warriors within Command Range gain the **Relentless Blows** Special Rule.



Xhiliarch

[Legions], [Infantry], [Character]

Warlord **100 Points**

Retinue: Varangian Guard **Size:** 2

M	V	C	A	W	R	D	E	CR
5	1	4	3	4	3	3	1	6

Special Rules: Cleave 2, Counter-attack, Unyielding, Praefectus

The professional nature of the Old Dominion army was best exemplified by its officer cadre. A Xhiliarch, a commander of a thousand men, was both elected by his troops and trained by Dominion.

Only those who had previously reached the rank of Centurion were eligible to become Xhiliarchs, who upon election traveled to Capitas to be trained in grammar, arithmetic and logistics, allowing them to become the professional officer corps that the Legions needed to dominate the continent.

Their exalted rank invariably meant that they were buried in full honors and ceremony, their embalming process and the interment services much more thorough and complex than that of a simple Legionnaire.

As such, when raised as unliving vessels by the unGod they retained their cognitive capacity unlike the Legionnaires who retain but a vestige of their former self.

Unique Special Rules:

Praefectus: Friendly **[Legions]** Warriors within Command Range gain the **Fearless** Special Rule.

Command Abilities:

Undying Command: Friendly Warriors within Command Range gain the **Oblivious** Special Rule.

Invictus: Friendly **[Legions]** Warriors within Command Range gain the **Flurry** Special Rule.



Dark Cenotaph

[Legions], [Infantry], [Character]

Hero **65 Points**

Size: 2

M	V	C	A	W	R	D	E	CR
4	0	1	2	3	4	2	2	4

Special Rules: Dread, Lethal Demise 2, Hardened, Death and Despair, Dark Disciple

Throughout the history of the Old Dominion, each Legion had a separate interment site where all the recovered bodies of its fallen Legionnaires and officers were buried. Crowning each of these spartan necropolises was a Cenotaph, a memorial to those who fell but were not recovered.

A locus for the enduring pride of the Legion, any foe fighting under its dark power knows he faces not only the relentless dead in front of him, but the combined will of those countless Legionnaire's whose bodies were not recovered.

Unique Special Rules:

Death and Despair: (Unique Action) Spend X **Dark Power**- For each **Dark Power** spent, a single Target Enemy within Command Range must Test their Resolve, if Failed they become **Broken!**

Dark Disciple: This **[Character]** cannot perform or be the Target of the Duel Command Ability.

Command Abilities:

Memento Mori: Friendly **[Legions]** Warriors within Command Range are **Inspired!**



Profane Reliquary

[Legions], [Infantry], [Character]

Hero — **75 Points**

Size: 2

M	V	C	A	W	R	D	E	CR
4	1	2	2	3	3	2	1	5

Special Rules: Aura of Death 2, Fragment of Divinity, Signifer, Labarum of the Legion

When Hazlia fell, countless fragments of his divine realm were recovered by his devoted servants across the length and breadth of Capitas.

These small fragments of divinity retain to power to animate and agitate the normally compliant souls of the un-Gods faithful, rousing them and allowing a small fraction of his deathly Will to spill over into the world, sapping the very life force and vitality of his foes.

Unique Special Rules:

Fragment of Divinity: Enemies cannot be Healed or Raised while within Command Range.

Signifer: This **[Character]** is a Standard Bearer. Additionally, this **[Character]** cannot perform or be the Target of the Duel Command Ability.

Labarum of the Legion: (Unique Action) All Friendly **Broken! [Legions]** Warriors within Command Range immediately Rally.

Command Abilities:

Sacrilegious Relic: All Friendly Warriors within Command Range gain the **Aura of Death +1** Special Rule.



Optio

[Legions], [Infantry], [Character]

Hero **60 Points**

Size: 2

M	V	C	A	W	R	D	E	CR
4	1	3	2	3	3	2	0	5

Special Rules: Vanguard, Shield, Bravery, Tribune, Ceaseless March

Second in command to the Centarchos, the lowest ranked officer minted by the Collegia of the Old Dominion, the Optio is a stern, experienced veteran whose responsibility it is than an officer's orders be obeyed... or ignored.

When the Imperial Legions were born, veteran commanders quickly realized they needed a link, a lynchpin between the professional officer corps being produced by the Colleges and the veteran legionnaires that formed the backbone of all Legions.

Unique Special Rules:

Tribune: Legionnaires in your Warband gain the **Vanguard** Special Rule.

Ceaseless March: (Unique Action) All **[Legions]** Warriors within Command Range may immediately Move up to half their March Characteristic (rounding up).

Command Abilities:

Inevitable Advance: Friendly **[Legions]** Warriors within Command Range gain the **Unyielding** Special Rule.



Hetairos

[Legions], [Cavalry], [Character]

Hero **110 Points**

Size: 3

M	V	C	A	W	R	D	E	CR
7	0	3	3	4	3	3	0	6

Special Rules: Shield, Bastion, Brutal, Impact 2, Trample, Decurion

In the early days of the Old Dominion the Kataphractoi were the Caelesors chosen Companions, or Hetairoi, armed with the finest arms and armor he could furnish and mounted atop the greatest steeds he could find.

As the Old Dominion evolved, these ancient formations were abandoned, but not the title of Hetairos. Granted to the greatest champions of the Old Dominon, this was a title granted only by the Caelesor himself for deeds of valor upon the field of battle.

Some of that prowess and glory remain in their withered remnants, and the Hetairoi are the first among equals in a Kataphractoi warband, their mere presence reminding their companions of the glorious charges of ages past.

Unique Special Rules:

Decurion: When being Placed as the result of the Duel Command Ability, this **[Character]** counts as Charging. *This triggers the Hetairos' Impact Hits and the Brutal Special Rule.*

Command Abilities:

Counter Charge: Friendly **[Cavalry]** Warriors within Command Range gain the **Counter Attack** Special Rule.



Legionnaires

[Legions], [Infantry]

Mainstay Regiment 75/15 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
4	1	1	1	1	2	2	0	4

Special Rules: Shield, Support, Phalanx

While it was once arguable whether the Legions of the Old Dominion were the most feared fighting force on Ea few would dare disagree today. Devoted to their lord in life and unlife, what the Legionnaires of the Old Dominion have lost in speed they more than make up in remorseless discipline and relentlessness

Options: Leader ..... 15 Points
Standard Bearer ..... 10 Points
Additional Warrior ..... 15 Points

Unique Special Rules:

Memory of Old: 1 Dark Power- This Warrior Rallies.



Praetorian Guard

[Legions], [Infantry]

Mainstay Regiment 110/30 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
4	1	2	2	1	2	3	0	5

Special Rules: Shield, Bodyguard, Phalanx

Once the Premier fighting force of the Old Dominion, the Praetorian Guards eventually lost favor amongst their charges, the Caelesors, for being more loyal to their God than to themselves. Twice doomed for their loyalty, the Praetorian Guard now possess the dubious honor of being one of those few troops in the Old Dominion forces who retain some sense of self despite possession by Hazlia's power.

Options: Leader .....20 Points
Standard Bearer..... 15 Points
Additional Warrior.....30 Points

Unique Special Rules:

Memory of Old: 2 Dark Power- +1 Clash



Cultists

[Fanatic], [Infantry]

Mainstay Regiment 60/10 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
6	1	1	1	1	1	1	1	3

Special Rules: Dodge, Acolyte, Barrage 1 (8"), Deadly Shot

Options: Leader ..... 10 Points
Additional Warrior ..... 10 Points

Much like the God himself, worship of Hazlia did not quite die in the aftermath of the Fall. Small isolated monasteries that worshiped their god and his apocalyptic vision survived by raiding, cannibalism and other methods too foul to describe.

Once discovered, the fanatics among their number were selected and inducted into the mysteries of Hazlia's deathly cult, promised ascension into his deathless ranks should they succeed in killing their target through whatever means they can muster.

Today the Cultists and Hashashin operate independently of the undead Legions, sowing chaos and death ahead of their relentless advance.

Unique Special Rules:

Acolyte: When this Warrior is Slain, immediately gain a **Dark Power** Marker.



Moroi

[Final Creed], [Infantry]

Mainstay Regiment 75/20 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
5	1	1	2	1	2	1	2	4

Special Rules: Flank, Terrifying, Opportunist

Options: Additional Warrior.....20 Points

Those cultists who lack the ambition or brilliance required to reach unlife on their own terms are granted one final chance to become one with their Lord. In the final hours of their life they climb onto a bonfire lit with the unholy flames of the Pyre. Kheres are the animated charred remains of those who manage not to go insane, the Moroi are not so lucky...

Unique Special Rules:

Memory of Old: 2 Dark Power- This Warrior may be Placed anywhere wholly within Command Range.



Centaur Prodromoi

[Legions], [Cavalry]

Mainstay Regiment 55/50 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
8	1	2	3	4	2	2	1	3

Special Rules: Shield, Impact 1, Cleave 1

Unlike the more docile Minotaurs or cunning Satyroi, the Centaurs were simply too primitive to integrate effectively into human society. The vast majority found their roles nonetheless as Prodromoi, scouts and border patrol forces that operated in regimented tribal structure bolstering the Legions with formidable vanguard and skirmish forces.

Options: Leader .....15 Points
Additional Warrior.....50 Points

Unique Special Rules:

Memory of Old: 1 Dark Power- **Unstoppable** Special Rule



Athanatoi

[Legions], [Infantry]

Restricted Regiment 115/30 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
5	1	2	2	1	3	2	0	5

Special Rules: Counter-attack, Quicksilver Strikes, Parry

Precursors to the lauded Praetorians, the origin of the Athanatoi is shrouded in the myths and legends that churned around the birth of the Dominion and its early forces.

Faceless and remorseless, they were the God's Will made manifest in mortal hands. The ranks of these Athanatoi were capped at one thousand, to be replenished from a pool of the most talented warriors the Dominion had to offer should one of them fall in battle.

Now, even in death, they serve, bringing their god's judgment on all those foolish enough to think they can stand before these immortals.

Options: Leader .....20 Points
Standard Bearer..... 15 Points
Additional Warrior.....30 Points

Unique Special Rules:

Memory of Old: 2 Dark Power- **Flawless Strikes** Special Rule



Varangian Guard

[Legions], [Infantry]

Restricted Regiment 125/35 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
5	1	2	1	1	3	2	0	5

Special Rules: Cleave 2, Hardened, Tenacious

It is the nature of power to corrupt. Few individuals were as aware of this universal truth as the Caelesors of the Old Dominion.

Like the Praetorians replaced the Athanatoi and their unbending devotion to the writ of Hazlia, so were the Varangians established upon the ashes of the Praetorian Guard when their mortal weakness and thirst for power saw them betray their leaders.

Through the centuries of unrest and the Fall that followed, the Varangians have stood guard over the Caelesors and those closest to them, bringing bloody death and vengeance to any who would dare harm them.

Options: Leader .....20 Points
Standard Bearer..... 15 Points
Additional Warrior.....35 Points

Unique Special Rules:

Memory of Old: 2 Dark Power- During this Warrior's Clash Action against a **[Brute]** or **[Monster]**, Hits that are not Blocked inflict an additional Wound.



Hashashin

[Fanatic], [Infantry]

Restricted Regiment 65/15 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
6	1	2	2	1	2	1	1	3

Special Rules: Deadly Blades, Dodge, Vanguard, Iconoclast

Much like the God himself, worship of Hazlia did not quite die in the aftermath of the Fall. Small isolated monasteries that worshiped their god and his apocalyptic vision survived by raiding, cannibalism and other methods too foul to describe.

Once discovered, the fanatics among their number were selected and inducted into the mysteries of Hazlia's deathly cult, promised ascension into his deathless ranks should they succeed in killing their target through whatever means they can muster. Today the Cultists and Hashashin operate independently of the undead Legions, sowing chaos and death ahead of their relentless advance.

Options: Leader .....10 Points
Additional Warrior.....15 Points

Unique Special Rules:

Iconoclast: While Engaged with an Enemy [Character], this Warrior gains the **Blessed** Special Rule.



Kheres

[Final Creed], [Infantry]

Restricted Regiment 110/25 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
5	2	1	1	1	2	1	2	4

Special Rules: Aura of Death 1, Malediction Barrage 1 (12"), Rapid Volley, Torrential Fire

Options: Additional Warrior.....25 Points

Those cultists who lack the ambition or brilliance required to reach unlife on their own terms are granted one final chance to become one with their Lord. In the final hours of their life they climb onto a bonfire lit with the unholy flames of the Pyre. Kheres are the animated charred remains of those who manage not to go insane, the Moroi are not so lucky...

Unique Special Rules:

Malediction: Enemy **[Spellcaster]**s Hit by this Warrior's Volley Action immediately lose 1 Essence.

Memory of Old: 1 Dark Power- **Sureshot** Special Rule



Centaur Kerykes

[Final Creed], [Cavalry]

Restricted Regiment 70/75 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
8	2	2	3	4	3	2	1	4

Special Rules: Elusive, Hazlia's Heralds, Barrage 2 (12"), Armor Piercing 1

Options: Leader .....15 Points
Additional Warrior.....75 Points

Unlike the more docile Minotaurs or cunning Satyroi, the Centaurs were simply too primitive to integrate effectively into human society. The vast majority found their roles nonetheless as Prodromoi, scouts and border patrol forces that operated in regimented tribal structure bolstering the Legions with formidable vanguard and skirmish forces.

A select few, the most ardent and pious among them, would be selected for further training, becoming an elite unit of messengers for the Pantheon: the Kyrikes, or Heralds, who could be trusted to deliver their gods' messages even in the raging heart of a battlefield.

Unique Special Rules:

Hazlia's Heralds: In the Command Phase, this Regiment selects a Friendly **[Character]** on the Battlefield; all Friendly Warriors within this Warrior's Command Range count as being within the Command Range of the chosen **[Character]**.

Memory of Old: 1 Dark Power- **Deft** Special Rule



Kataphractoi

[Legions], [Cavalry]

Restricted Regiment 75/80 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
7	0	2	2	3	3	3	0	5

Special Rules: Shield, Bastion, Brutal, Impact 2

Armored from head to toe, Kataphraktoi were the precursors to the noble ideal of the knight. Raised in undeath these horsemen become a terrifying force on the battlefield, their effectiveness compounded by the fact neither the horse nor the rider know fear or pain, allowing them to slam into enemy formations with a ferocity no mortal foe could match.

Options: Leader .....20 Points
Standard Bearer..... 15 Points
Additional Warrior.....80 Points

Unique Special Rules:

Memory of Old: 1 Dark Power- **Trample** Special Rule



Kanephors

[Fallen Pantheon], [Brute]

Restricted Regiment 95/110 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
6	0	2	5	4	4	2	2	4

Special Rules: Relentless Blows, Cleave 2, Hardened

Options: Additional Warrior..... 110 Points

Deep within the great temples of Capitas, one could find the Telestria, great halls in which people were initiated into the mysteries of Hazlia's cult.

Ringing these richly appointed halls, dozens upon dozens of Kanephors stood guard, bearing the bounty and gifts their lord would shower unto Hazlia's new initiates. In a dark parody of their former role, these terrifying animate constructs can be unleashed upon the battlefield to deliver their god's last gift: Death.

Unique Special Rules:

Memory of Old: 3 Dark Power- During this Activation, Enemies Wounded by this Warrior's Clash Action must immediately take a Resolve test for each Wound Marker currently on them; for each Failure that Enemy suffers an additional Wound.



Karyatids

[Fallen Pantheon], [Brute]

Restricted Regiment 105/120 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
6	3	2	3	4	4	2	2	4

Special Rules: Hardened, Barrage 2 (16"), Armor Piercing 2

Options: Additional Warrior..... 120 Points

While Hazlia's Fall and subsequent annihilation of the population of Capitas infused the very stones of Capitas with his power, nowhere was this more evident than in his greatest temples.

Here the very blood of Hazlia oozed from the walls, infusing his holiest icons and statuary with a dark parody of life. The beautiful Karyatids that once ringed the great temple's temenoi have come to life and, in a grotesque parody of their ritual purpose, now hunt down all interlopers in their god's domain.

Only the most zealous and dedicated of Hazlia's servants can hope to bind these unholy creations in common purpose to unleash their horror upon the battlefield, where missiles creatide of divine blood and sheer spite make a mockery of mortal armor and flesh.

Unique Special Rules:

Memory of Old: 3 Dark Power- During this Activation, Enemies Wounded by this Warrior's Volley Action must immediately take a Resolve test for each Wound Marker currently on them; for each Failure that Enemy suffers an additional Wound.



Buccephaloi

[Final Creed], [Brute]

Restricted Regiment 110/125 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
5	0	3	3	5	3	3	0	4

Special Rules: Cleave 3, Blessed, Fearsome

Options: Additional Warrior..... 125 Points

The Buccephaloi of the Old Dominion were the sacred guardians of it's holiest sites. Clad in beautiful ceremonial panoplies, these simple and devout guardians were selected from amongst the most powerful of Minotaur Thyreans, their horns ritually cut off in an act of devotion and subservience to Hazlia. Such was the power and majesty of the Buccephaloi that only in death were they called to battle, while alive none dared oppose them.

Unique Special Rules:

Memory of Old: 2 Dark Power- Any Warriors of equal Size or smaller within Engagement Range may immediately be Driven Back.



Bone Golems

[Final Creed], [Brute]

Restricted Regiment 125/135 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
4	0	2	4	6	2	4	0	3

Special Rules: Overwhelm, Aura of Death 2, Dauntless, Charnel Ossuary

Options: Additional Warrior..... 135 Points

In their quest for knowledge the Dark Creed uncovered many secrets best left alone. prime among them was the fact that the very stones of Capitas were soaked with so much death and so much of Hazlia's essence during the Fall that all they need to heed their master's call to murder the living was a simple motivating consciousness...

These massive constructs wreak havoc on the battlefield, their massive forms soaking unbelievable levels of damage as their massive limbs scythe through enemy formations.

Unique Special Rules:

Charnel Ossuary: Whenever this Warrior suffers Wounds, gain 1 **Dark Power** Marker.

Memory of Old: 2 Dark Power- This Warrior Heals 1.



Fallen Angels

[Fallen Pantheon], [Brute]

Restricted Regiment 105/120 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
7	0	3	4	4	4	3	1	5

Special Rules: Fly, Shield, Bravery, Cleave 1, Simulacra, Divus Custos

Options: Leader .....25 Points
Additional Warrior..... 120 Points

Some of the greatest heroes of the Dominion were not buried in the grand mausoleums and sepulchers of their predecessors. Their treated remains were encased in stone and metal, becoming ornate statues that provided comfort and solace to their followers long after death.

Hazlia's Fall innervated their remains, but for centuries they remained trapped in the protective casings. Only an incredibly high concentration of Hazlia's Dark Power can grant these forms mobility, coursing through their skeletal limbs as dark flame to move their heavy structures while softening the metal.

On the battlefield, once exposed to enough power, their blows are unstoppable, their flesh impervious, and their effectiveness uncontested.

Unique Special Rules:

Simulacra: Whenever this Warrior Rolls to Attack or Block, you may spend Dark Power to Re-Roll results. Re-Roll 1 result for each Dark Power Spent.

Divus Custos: Whenever a Friendly Warrior within Command Range Rolls a Resolve Test of '1'; they do not become Broken! and immediately Rally.



Tainted Heralds

[Fallen Pantheon], [Brute]

Restricted Regiment 90/100 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
7	0	3	3	4	3	3	1	5

Special Rules: Fly, Vanguard, Unyielding, Bodyguard, Defensor

Options: Leader .....25 Points
Additional Warrior..... 100 Points

The Fallen Pantheon was not composed only of divinities. Countless angels, seraphs, cherubs, thorns, powers, and principalities were incarnated to serve their will and needs.

Hundreds, perhaps thousands, of these were destroyed during the Fall, but a few proved more resilient. Individually named and revered, their shrines and statues became loci of power and belief, allowing them to retain a toehold in the Prime Domain after the Theomachy that culled the Pantheon immediately following the Fall.

Awakened by the rituals of the ever faithful or commanded by their Fallen Divinities their heavy bodies can soar through the heavens, their memories of flight strong enough to overcome the laws of the world as they herald the arrival of their Gods in a torrent of bloodshed and murder.

Unique Special Rules:

Defensor: After performing a Clash Action, any Enemies Hit by this Warrior may be Driven Back.

Memory of Old: 2 Dark Power- Impact +2 Special Rule.



Unhallowed Sepulcher

[Fallen Pantheon], [Monster]

Monster 290 Points

Theokrator: Warlord & Monster **Size: 5**

M	V	C	A	W	R	D	E	CR
6	0	4	6	7	3	3	2	7

Special Rules: Overwhelm, Juggernaut, Trample, Dread, Terrifying, Impact 3, Castigation, Pulpit, Exhortation of Eternal Faith: *see next page*

Options: Theokrator .....40 Points

Every Cathedral, Basilica and place of worship of note in the Old Dominion was built by the forefathers of the Tectons with full awareness on the nature of Divinity and the power of Belief. Deep in the bowels of each of these buildings existed a spark of Divinity, held in abeyance until such time as the Pantheon needed a source of power, or a new Divinity.

It was in this vulnerable, embryonic stage that many seeds of Divinity were exposed to the baleful energies of the UnGod after the Fall. Now little more than mewling masses of unrequited necromantic potential, these baleful entities are bound to their places of worship.

Tapping into its essence with little regard for its own survival the clergy of the pantheon uses the corrupted divine power within these hapless beings to empower its troops with corrupted miracles on the battlefield.

Options:

Theokrator: (Monster Rider Upgrade)

This **[Monster]** gains the **Spellcaster 4** and the **Sacred and the Profane** Special Rules. This **[Spellcaster]** gains the "**Dark Supplication**" and the "**Viaticum Spells**".

Spells:

Theokrator only

Dark Supplication **Essence:** 3

Type: Command Ability

All Friendly Warriors within Command Range gain the **Regeneration** Special Rule.

Viaticum **Essence:** 1

Type: Incantation

When an Enemy Destroys a Friendly Warrior. They immediately become **Broken!**

Unhallowed Sepulcher

Injured

[Fallen Pantheon], [Monster] Size: 5

M	V	C	A	W	R	D	E	CR
5	0	3	5	6	3	2	2	7

Special Rules: Juggernaut, Trample, Dread, Terrifying, Impact 2, Oblivious, Castigation, Pulpit, Exhortation of Eternal Faith

Unique Special Rules:

Pulpit: This **[Monster]** is comprised of 2 Bases that are each distinct in function; One base holds the shrine and the other the Tortured Godling that pulls the Sepulcher. Both ignore eachother for Line of Sight. This Warrior's Clash Actions and **Impact** Special Rule may only Target Enemies within Engagement Range of the Tortured Godling's Base. Command Range is measured from the Shrine's Base. For all other purposes this **[Monster]** is treated as a single entity.

Castigation: Enemies within Command Range gain no benefit from the **Blessed** Special Rule.

Unholy Sacrament: At the start of your Command Phase, Gain 3 **Dark Power** for each Wound Marker on this **[Monster]**.

Exhortation of Eternal Faith: (Draw Event) The Unhallowed Sepulcher immediately suffers 1 Wound and chooses one of the following effects:

Blasphemous Devotion: Gain 1 **Dark Power** for each Friendly Warrior within Command Range.

Dark Sermon: Friendly Warriors within Command Range gain the **Indomitable** Special Rule.

Mortification: This **[Monster]** gains the **Smite** Special Rule.

Theokrator only

Sacred and the Profane: (Draw Event) You may immediately transmute any amount of **Dark Power** into Essence, gaining 1 Essence per **Dark Power** spent. *A Spellcaster cannot have more than 6 Essence!*



Fallen Divinity

[Fallen Pantheon], [Monster], [Character]

Monster & Character 380 Points

Tier I **Size: 5**

M	V	C	A	W	R	D	E	CR
6	0	4	6	7	6	4	1	8

Special Rules: Fearsome, Cleave 2, Hardened, Deadly Blades, Dauntless, Theomachia, Ascension, Render unto Hazlia

Tier II **Size: 5**

M	V	C	A	W	R	D	E	CR
8	0	5	7	7	6	3	2	9

Special Rules: Fearsome, Terrifying, Fly, Cleave 2, Brutal, Deadly Blades, Dauntless, Theomachia, Ascension, Render unto Hazlia

Tier III **Size: 5**

M	V	C	A	W	R	D	E	CR
10	0	6	8	7	6	2	3	10

Special Rules: Fearsome, Terrifying, Fly, Dread, Blessed, Cleave 2, Brutal, Deadly Blades, Dauntless, Theomachia, Ascension, Render unto Hazlia

Once noble paragons of the Dominion's Pantheon but long since corrupted by Hazlia's Fall, Fallen Divinities are quite simply the most dangerous foes mankind has encountered to date.

Thankfully, the trauma of the Fall and the valiant efforts of Kleon during the theomachia that followed have crippled and contained the power of these abhorrent beings. This means that they can be opposed by mortal arms for a brief spell, that vulnerable moment between their manifestation before they have had a chance to feast upon the Dark Power released by the destruction of their followers.

Fallen Divinity

Command Abilities:

Transubstantiation: Whenever a Friendly Warrior within Command Range is Slain, the Fallen Divinity Heals 1.

Desecration: The Fallen Divinity gains the **Aura of Death X** Special Rule. Where X equal to the Fallen Divinity's current Tier.

Penitence: Other Friendly Warriors within Command Range gain the **Burnout** Special Rule.

Unique Special Rules:

Theomachia: The Fallen Divinity begins the Battle at Tier I and uses its corresponding Profile. The Fallen Divinity never tests Resolve when it would be Slain and instead must spend Dark Power to stay death (see **Render Unto Hazlia**). Furthermore, the Fallen Divinity has no Injured profile and gains access to the Tier II and Tier III Profiles through **Ascension**.

Ascension: Immediately after generating **Dark Power** during the Command Phase; If there is sufficient **Dark Power**, the Fallen Divinity must **Ascend**. Immediately Spend **Dark Power** equal to the indicated cost. The Fallen Divinity Heals all Wound Markers and uses the corresponding Profile for the remainder of the Battle. *The Fallen Divinity must begin the Round at Tier II before it can ascend to Tier III.*

II: 15 Dark Power
III: 30 Dark Power

Render Unto Hazlia: Whenever the Fallen Divinity would be Slain, you must spend X Dark Power equal to its current Tier. If the Fallen Divinity suffers Wounds excess of its Wound Characteristic, it must additionally spend X Dark Power for each Wound suffered beyond the first. The Fallen Divinity is left with 1 Wound remaining.

If there is insufficient Dark Power, the Fallen Divinity is vanquished and their form dissipates from the Battlefield. Remove all Dark Power from your Dark Power Pool.

Lost Treasures

Upgrades: All

Each **[Character]** in your Warband may purchase a single Upgrade from the lists below. A **[Character]** can only purchase Upgrades from the Lists of their corresponding Battlefield Roles. A Warlord may instead purchase 2 Upgrades. A **[Monster Character]** cannot purchase any Upgrades.

The Strides of March: 15 points
Friendly Warriors within Command Range gain +1 March.

Sacrosanct: 20 points
When this **[Character]** is the Target of a Duel, you may select a single Friendly **[Infantry]** or **[Cavalry]** Warrior within Command Range to accept in their stead. Place the selected Friendly Warrior Engaged with the Enemy **[Character]** by the shortest distance possible.

Tenebral Blade: 10 points
During this **[Character]**'s Clash Actions, you may force the Target Enemy to Block using their Resolve Characteristic. If they do so, the Enemy automatically fails Resolve Tests during this Action. *This ability has no effect on Enemies without a Resolve Characteristic.*

Lapis Manalis: 15 points
This **[Character]** gains the **Terrifying** Special Rule.

Alea Iacta Est: 20 points
Enemies Engaged with this **[Character]** can never Re-Roll any Attack or Block Rolls of '*6*'.

Lamentation: 10 points
Enemy Warriors within Command Range suffer -1 to their Command Range.

Rapture: 15 points
When this **[Character]** is Slain, all Enemies within Command Range must immediately suffer 1 Hit.

Kerveros: 25 points
Cavalry only. This **[Character]** gains +1 Wound and the **Fearsome** and **Fly** Special Rules.



Lost Treasures

Upgrades: Legions

Decimation: 25 points
Leader only. When this Regiment's Command Card is drawn, you may immediately Slay a single Warrior from the Regiment. If you do so, all Warriors of the Regiment within Command Range may perform the Memories of Old Draw Event without spending **Dark Power** this Round.

Skofnung: 15 points
This **[Character]** gains the **Brutal** Special Rule.

Vexillum Dominus: 25 points
This **[Character]** is a Standard Bearer. Enemies within Command Range gain no benefit from Friendly Standard Bearers and must Re-Roll Resolve Tests of '1'.

The Pallid Paludamentum: 15 points
When this **[Character]** Rolls to Block, you may spend a **Dark Power** to Re-roll a Result.

Legate's Crest: 20 points
While this **[Character]** is participating in a Duel, all Friendly **[Legions]** Warriors within Command Range gain the **Dauntless** Special Rule.

Brazen Phalera: 20 points
This **[Character]** gains the **Parry** Special Rule.



Lost Treasures

Upgrades: Final Creed

Wreathed in Shadow: 15 points

This Character gains the following **Memory of Old**: (Draw Event) 3 Dark Power- This **[Character]** may immediately be placed anywhere wholly within Command Range.

Cloying Thurible: 10 points

Friendly **[Final Creed]** Warriors within Command Range gain the **Elusive** Special Rule.

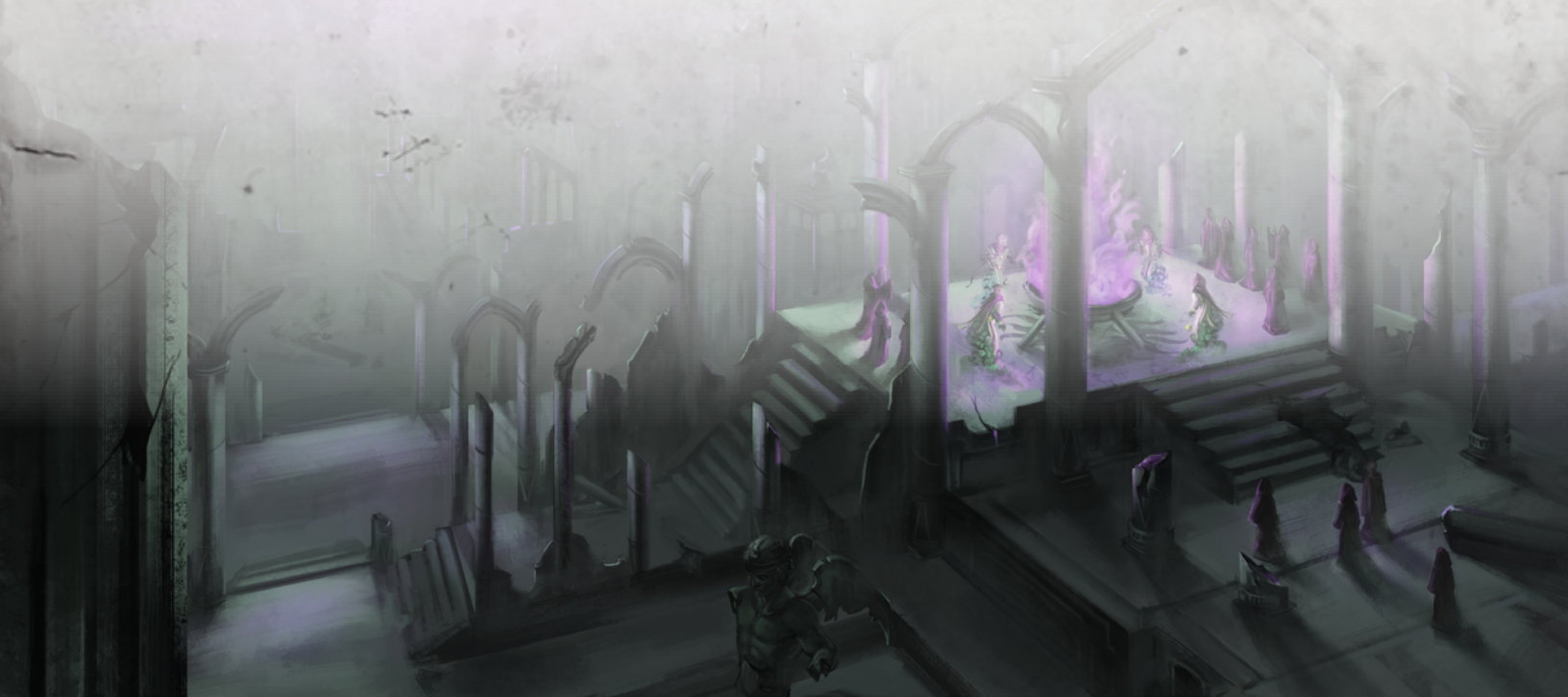
The Reaping Crook: 20 points

This **[Character]** gains the **Cull** Unique Action:

> **Cull:** (Unique Action) Slay Target Friendly Warrior within Command Range, you may immediately Raise a single Infantry Warrior from a Friendly Regiment. The Warrior must be Placed wholly within the Command Range of another Warrior from their Regiment. The Raised Warrior may Activate normally this Round.

Ecclesiarch: 25 points

When Friendly Warriors within Command Range perform Clash or Volley Actions, they may spend a single **Dark Power** to Re-Roll a single Attack Die.





Legends of Eä

The following unique **[Characters]** will all possess the **[Legendary]** Battlefield Role, something they have truly earned! These **[Characters]** may be included in your Warband as a Warlord choice. However, they cannot purchase any Upgrades, as they already have acquired their own personal artefacts and armaments throughout their journeys.

[Legendary Characters] also possess their own Retinues when fielded as Warlords as indicated.

The **[Legendary Characters]** of the Old Dominion and their Retinues are:

- Andronicus (Bone Golems)





Andronicus
the Flamebringer

[Legendary], [Infantry], [Final Creed], [Character], [Spellcaster]

Warlord **140 Points**

Retinue: Bone Golems **Size:** 2

M	V	C	A	W	R	D	E	CR
4	2	2	2	4	4	1	2	7

Special Rules: Spellcaster 4, Aura of Death 2, Bravery, Flames of Salvation, Burning Crusade, Malum Ignis

Never destined to experience the warmth of parental affection, for both of his parents died soon after his birth, Andronicus found a family within Hazlia's expansive clergy, where Andronicus' unceasing devotion earned him the epithet -Firebringer.

As a priest, Andronicus preached of his faith with unwavering zeal, one day receiving a vision that he believed to be from his deity. Hazlia commanded Andronicus to spread his word and faith beyond the boundaries of the Dominion's capital so that the priest could reach those forsaken by the instruments of religion and assist the legions with the Northern Crusades.

So terrible were the Northern Crusades that even Andronicus came to question their purpose. At the pinnacle of this catastrophe, Hazlia imbued his body with power, with the deity commanding him to enter Yggdrasil to start a divine blaze that would destroy the great tree. Andronicus was martyred and entombed, and is now called upon again to serve Hazlia as the Firebringer.

Unique Special Rules:

Flames of Salvation: When a Friendly Warrior is Slain within Command Range, gain an Essence.

Burning Crusade: Friendly **[Legions]** Warriors within Command Range gain the **Bravery** Special Rule.

Malum Ignis: Enemies within Command Range must Re-roll all successful Resolve tests caused by Wounds from the **Aura of Death** and **Lethal Demise** Special Rules.

Spells:

Heretical Immolation **Essence:** 3

Type: Unique Action

All Enemies within Command Range suffer 1 Hit.

Sanctify **Essence:** 2

Type: Command Ability

Friendly Warriors within Command Range gain the **Lethal Demise +1** Special Rule.

Invoke **Essence:** 1

Type: Incantation

Before a Friendly **[Legions]** Warrior within Command Range resolves a Clash Action, they gain +1 Attack.